

SNOWBORN



A NEW PLAYABLE RACE FOR YOUR FANTASY TABLETOP ROLE-PLAYING GAMES
INCLUDES RULES FOR 5E AND PATHFINDER



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SNOWBORN

The snowborn have existed for less than fifty years. The first snowborn appeared in the aftermath of a bitter and destructive winter, which many thought would never ease. All snowborn refer to this time as 'The First Flurry' and it is their answer to any question regarding their origins. Beyond this, little is known of the creation of these curious constructs, though it is clear some sort of elemental magic was involved. Snowborn have continued to be spawned and to melt away over the decades, but their exact life cycle remains a mystery.

Snowborn Build

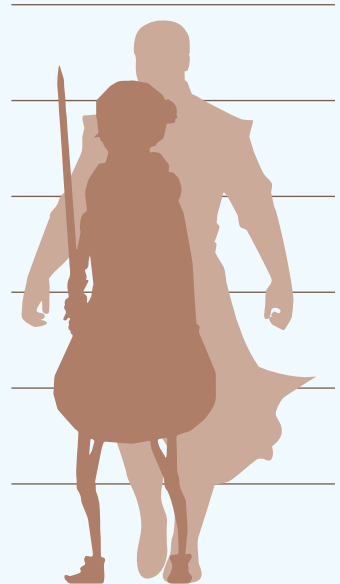
A snowborn has a solid body made from a lump of compacted fresh snow, with a secondary ball of snow forming their head. Their arms and legs are made from twigs, and on average they stand at 5 feet tall and weigh around 200 pounds. The enchantment that gives the snowborn life gives them greater strength than their body's organic constituent parts would suggest – for example, in battle, a snowborn can assume an ice form for greater protection. Their innate magic also means a snowborn's senses are similar to most humanoid creatures, despite having lumps of coal for eyes, a carrot for a nose and no visible ears.

Although the snowborn do not generally wear clothes or armour, they often like to show off their individuality by wearing statement accessories, whether that's a formal top hat or a cosy poncho.

Individual and Independent

As each snowborn is spontaneously created, they don't tend to reside together in family or social groups. Individual snowborn will recognise each other as kin, but no large communities of snowborn are known to exist. Their relatively short existence as a species means the snowborn have not developed specific cultural practices or long-standing traditions.

However, many snowborn do share some common characteristics. They are often curious, playful beings; neither nature nor nurture has prepared them for danger, so their actions can seem naive and impulsive at times. Snowborn rarely dwell on the past or spend much time planning for the future – their interests lie in the present and the opportunities it provides for new discoveries.



Snowborn often take some time to adapt to the ethics and etiquette of the societies they encounter. Unless they have been taught otherwise, snowborn don't have much interest in or understanding of money. They will sometimes leave a shop without paying for what they have taken, simply because their lively minds skip over such mundane details.

'When little Elspet asked me if her friend Blizzy Drift could stay for supper, I assumed it was one of her imaginary friends, but it was a snowborn she'd met in the garden! He didn't eat anything during dinner, but he did entertain the baby by conjuring up little flurries of snowflakes and singing a lovely song of his own invention. Blizzy certainly made for an unusual visitor and I was sorry to say farewell at the end of the night, even if he did leave a damp spot on the rug in front of the fire. He gave us an evening we won't forget in a hurry...'

— Letter sent from a surprised halfling parent to his sister.

Elemental Encounters

Like the weather, snowborn can be unpredictable and often arrive in and leave town without warning. Curiosity draws them to travel and explore urban areas, but it is not typically in their nature to settle in one place for long. Snowborn can survive in warmer climates where normal snow would melt, however they feel more at home in colder environments.

Snowborn are generally social creatures who enjoy making connections with whoever they meet. Not only do snowborn form friendships with sentient creatures, they also enjoy communing with nature and the elemental forces they can sense within it.

Naming Conventions

When first asked their name, a snowborn is likely to start sketching a unique fractal pattern. Like a snowflake, a snowborn's name symbol is completely unique to them. However, this form of communication is also indecipherable to any other species. Snowborn quickly learn that most other beings are simply looking for a word or two to use as an identifying tool. Snowborn often adopt a nickname that incorporates local terminology for snow and is based on the structure of the first humanoid name the snowborn learned.

Snowborn Names: Alba Coldez, Bitterbreeze Snowsson, Crystal Twigova, Driftette Snowbanks, Flutter Spirit, Frostolio Halla, Ice Icklesworth, Lady Eira, Mr Thaw, Neve Sleetchild, Sparkles O'Dust, Snowbell McFrost, Winter Dewbourne.

5E TRAITS AND RULES

Your snowborn has innate magical abilities and an affinity with the elemental forces of snow and ice.

Ability Score Increase

Your Charisma score increases by 2 and your Constitution score increases by 1.

Age

It is believed snowborn melt away after around 15 to 20 years, but details on this process are uncertain. Snowborn rarely track their own age and their nomadic existence means they appear on few records. Physically, snowborn do not appear to age during their lives.

Alignment

As spontaneously created constructs, snowborn are not raised within strict social orders. They must learn the rules of society before they can consciously choose to obey or flout them, so they tend towards chaotic alignments.

Size

A snowborn is typically between 4 and 5 feet tall and weighs around 200 pounds. Your size is Medium.

Speed

Your base walking speed is 25 feet.

Chilled Anatomy:

Your body is frozen and icy, so you are resistant to cold damage but vulnerable to fire damage.

Compacted Snow:

Without bones or muscle, you can contort yourself easily. You are able to move through the space of any creature that is of a size larger than your own. Additionally, you can squeeze through a space that is large enough for a creature one size smaller than you without movement penalties.

Flash of Frost:

The elemental magic that brought you to life allows you to cast the *Frostbite* cantrip as an action.

Frigid Construct:

Snowborn are constructs made from snow and ice. Because of this, you don't need to eat, drink or breathe; you are immune to disease; you don't need to sleep; and magic can't put you to sleep.

Glacial Form:

As a bonus action, you can harden your body into an ice form. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you assume your ice form, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point), and a +1 bonus to your Armour Class.

After transforming, you can't do so again until you finish a long rest.



The first type of weapon a snowborn encounters often becomes their preferred equipment.

Settled Snow:

When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert and are indistinguishable from a snowman, but it doesn't render you unconscious and you can see and hear as normal.

Languages:

You can speak, read and write Common and one other language of your choice.

PATHFINDER ANCESTRY

If you want to play a curious character who has an affinity with nature, you should play as a snowborn.

Hit Points: 6

Size: Medium

Speed: 25 feet

Ability Boosts: Charisma
Constitution
Free

Ability Flaw: Strength

Languages: Common, Aquan.

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Auran, Dwarven, Elven, Gnome, Halfling, Terran and any other languages to which you have access (such as the languages prevalent in your region).

Traits: Snowborn, Humanoid.

Chilled Anatomy: Your body is frozen and icy, which gives you incredible resilience against cold environments. You have cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

Snowborn Heritages

POWDER SNOWBORN

Your form is made of loose snowflakes and fresh snow. You still feel somewhat attuned to the great blizzard that spawned you, giving you finely honed sensitivity to changes in air pressure. As long as you can hear normally, you can use the Seek action to sense undetected creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action.

IRREGULAR SNOWBORN

Snowy constructs come in all shapes and sizes, but your form is particularly unusual. This makes you able in ways that other snowborn are not. Select a general feat of your choice for which you meet the prerequisites (as with your ancestry feat, you can select this general feat at any point during character creation).

COMPACT SNOWBORN

You're able to bounce back from injuries easily due to the fact you are comprised of more snow than an average snowborn; not only that, but the snow that makes your form is hard and tightly compacted. You gain 10 Hit

Points from your ancestry instead of 6 and, when you fall, reduce the falling damage you take as though you had fallen half the distance.

Ancestry Feats

1ST LEVEL

ELEMENTAL MAGIC

Your raw, elemental energy can manifest as a simple arcane spell, even if you aren't formally trained in magic. Choose one cantrip from the primal spell list. You can cast this cantrip as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

FRIGID CONSTRUCT

You were created and not born, so your enchanted mind does not function in the same way as other races. You are able to resist external influences upon your consciousness; whenever you are affected by a mental effect that lasts at least 2 rounds, you can reduce the duration by 1 round.

You treat your saving throws against effects that would cause you to fall asleep as one degree of success better. This protects only against sleep effects, not against other forms of falling unconscious.

ANIMAL AIDE

Snowborn enjoy communing with both sentient creatures and nature. You can build a rapport with an animal, which becomes magically bonded to you. You gain a familiar using the rules on page 217 of the Core Rulebook. The type of animal is likely to be one that can survive at or enjoys cold temperatures.

SNOWBORN WEAPON FAMILIARITY

You enjoy using weighty weapons that can carry their own momentum, complimenting the diminutive stature of your enchanted twig arms. You are trained with longswords, clubs and maces.

RIGHT PLACE, RIGHT TIME ♦

Frequency: once per day.

Trigger: You fail a skill check or saving throw.

Perhaps you're protected by the elemental forces of the world, or maybe you're just lucky; either way, bad things never seem to happen to you. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

CHARMING AND DISARMING

Prerequisites: trained in Deception.

Your innocence and naivety allows you to win over people more easily. When you get a critical success using the Lie action, the target's attitude toward you improves by one step, as though you'd succeeded at using Diplomacy to Make an Impression. This works only once per conversation, and if you critically succeed against multiple targets using the same result, you choose one creature's attitude to improve. You must be lying to impart seemingly important information, inflate your status, or ingratiate yourself, which trivial or irrelevant lies can't achieve.

5TH LEVEL

EASY TO REBUILD

Prerequisites: Constitution 14

Your body can be easily mended, and quickly bounces back from afflictions. You regain twice as many Hit Points from resting. Each time you succeed at a Fortitude save against an ongoing disease or poison, you reduce its stage by 2, or by 1 against a virulent disease or poison. Each critical success you achieve against an ongoing disease or poison reduces its stage by 3, or by 2 against a virulent disease or poison.

In addition, you reduce the severity of your drained condition by 2 when you rest for a night instead of by 1.

9TH LEVEL

SNOWFLAKE ON THE BREEZE ➤

Trigger: An ally ends a move action adjacent to you.

You can ride the wind generated by your ally's run to Stride up to half your Speed.

13TH LEVEL

SNOWBORN WEAPON EXPERTISE

Prerequisites: Snowborn Weapon Familiarity.

You are able to manipulate your weapons' weight to your advantage, carrying their momentum into hefty blows. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for longswords, clubs and maces.

ELEMENTAL TRANSFIGURATION

Prerequisites: Elemental Magic, at least three primal innate spells.

Because of your deep attunement to the environment, your form has shifted and changed; the snow that once covered your body has turned into hard ice and you have begun the transformation into an elemental being. You gain *summon elemental* and *elemental form* as 2nd-level and 5th-level primal innate spells respectively. You can cast each of these primal innate spells once per day.



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